



MTBSA "AAA" Division Rules

Age Group – 9-10 years old

The Playing Field

1. The base paths will be 60 feet in length and pitcher rubber will be 46 feet from the home plate.

Equipment

2. Players at this level are expected to have a glove. Gloves will not be provided by the league and are required to play in the field.
3. All bats used in Rec games and practices MUST have the USA Baseball logo.
4. It is the responsibility of the player to bring their own helmet to every game and practice. If a player forgets their helmet, they will not be permitted to bat during the game or practice unless a replacement is found.
5. The baseball used in this division of play is the little league baseball. This is the only ball to be used at this level of play.
6. Cleats are required at this level of baseball. Metal cleats will not be permitted and only rubber cleats are allowed. Sneakers will not be permitted.
7. Athletic cups are highly recommended, not required at this level. Catchers are REQUIRED to wear cups at this level.
8. No shorts or jewelry should be worn during practices or games to ensure player safety.

Coaches/Managers

1. Coaches and Managers as well as any helping parents must always set a good example of sportsmanship for players and spectators.
2. Coaches will meet before the beginning each game to go over ground rules and cover any questions with the umpire(s).
3. Injured player MUST be attended to immediately. If necessary, emergency forms must be filled out and can be found online under coach resources. Coaches should have these forms printed out at games and practices to ensure full details are enclosed. Commissioners should be contacted if an event like this occurs. First aid kits and ice packs will be provided to coaches prior to the season. Additional kits will be in the field boxes. If items are needed, please contact the commissioner.
4. Coaches are responsible for communicating all practices, games, and events to their team and parents in a timely manner.
5. Remember to keep it simple. Every coach should be more concerned with the players learning how to play the game rather than who wins or loses.
6. Each Team is allowed: One manager, two assistants, and a scorekeeper on the bench during games.
7. There are no managers in the field of play coaching during games.
8. Managers and umpires have the right at any time to eject a parent, player, or spectator from the field and/or complex at any point. If any ejections take place a form must be filed with the



commissioner for future notice. Recurring events could result in permanent ejection from any field or park.

The Game

1. Rainouts will be cancelled and rescheduled by the commissioner and can be viewed on the website. Players MUST show up to their scheduled game/field time (unless notified beforehand) and any cancellations may be done up to 15 minutes after the start time of the game.
4.02 Game length will be a 120-minute max or 6 innings, whichever comes first (weather permitting).
 - a. If there is a game following the immediate game on the schedule, no inning will start after 110 minutes (1:50) from the start of the game -- even if the game extends beyond 120 minutes.
 - b. If there is no game scheduled to follow the immediate game, no inning will start after 120 minutes (2:00) -- again even though the game itself may extend beyond the 120 minutes.
2. All games (except playoff games in the event the teams are tied after 6 innings) are still subject to a maximum of 6 innings.
3. Score WILL be kept at this level of play and standings will be posted on the site.

Offense

1. Each player is placed in number sequence for the batting line-up. Players bat until 3 outs are recorded or 6 runs are scored. An exception is the sixth/last inning when runs are unlimited until 3 outs are recorded. If a player cannot bat his/her turn, the batting order continues without penalty. The last inning will be determined by the umpires and coaches before the innings beginning based on time and darkness.
2. At bats are consisted of 3 strikes or 4 balls. Kid pitch will record walks if four balls occur.
3. Dropped 3rd strike is an out.
4. All balls in fair territory are in play.
5. When the ball is hit into the outfield, the batter may run to any base at their own risk. All balls are in play and will be handled like MLB baseball.
6. If the batter throws the bat, he/she will be given one warning. After that, he/she will be called out. This is the responsibility of the coaches/umpires.
7. Runners may advance one base on an overthrow from the field. An overthrow is when the ball is thrown passed an infielder. There may only be one overthrow on any hit ball. Any overthrow by the catcher during an attempted steal is NOT considered an overthrow and NO ONE may advance.
8. Bunting will be allowed at this level of play. If a player steps on the plate during a bunt they will be called out. Bunting a foul ball on a third strike WILL be recorded as an out.
9. For the safety of the infielders - If a player squares to bunt, he must either make an attempt to bunt the pitch, draw the bunt back or take the pitch. If the batter swings away
10. after squaring to bunt, the batter will be called out and all runners will be returned to the base they had prior to the pitch being thrown.



11. Stealing will be permitted at this age group. Teams may steal three times during each inning. This includes steals and attempted steals.
12. An attempted steal or steal is considered when a runner reaches the next base.
13. Double steals will be considered two steals.
14. There will be NO steal of home plate.
15. Players that reach the base safely on what would be the 4th steal of the inning must return to the previous base. If that runner advances to the next base on their 4th attempt, they will be called out. If they don't reach the next base, they can return to their previous base at their own risk. During the attempt to get a player out on a 4th steal attempt no other runners may advance. There is no warning.
16. Players must slide, give themselves up or avoid contact when going into any base. In the event of any type of collision caused by the runner attempting to get to the base, the runner is automatically out, and all other runners will return to the base they occupied last. It is up to the umpire to rule whether the runner effectively avoided the contact and therefore is safe at the base they were running to. Catchers may not block the plate at any point unless the catcher has the ball and is attempting to make the out.
17. Remember SAFETY is a priority.
18. A 2 out courtesy runner may be used for a catcher. If he is on the bases with 2 outs, you can pinch run for him with the player who was the last batted out so he can get ready to play the next inning. If a courtesy runner is used, make sure the catcher is getting ready.
19. Players may not advance on overthrows by the catcher on steal attempts and by overthrows to the pitcher.
20. The following is NOT ALLOWED:
 - a. Lead offs
 - b. Pinch hitting
 - c. Infield fly rules or protesting

Defense

1. Coaches may not be used to assist the defense.
2. The defensive team will field up to 9 players. This includes a pitcher, catcher, 1st, 2nd, 3rd, SS, LF, CF, RF. A team must have 7 players minimum in the field.
3. Players must play at least 2 innings in an infield position per game. Players who are unable to protect themselves are not required to be rotated into pitcher and first base positions. A player may not sit twice before everyone has sat once.
4. A team must have at minimum, a pitcher, catcher, first base, second base, short stop, and third base and one outfielder. The minimum to play the field is 7.
5. The defensive team may get a batter out by catching a fly ball OR tagging 1st base before the batter gets there.
6. Runners on base may be forced out or tagged out per regulation baseball rules.



7. The following is NOT ALLOWED: protests.
8. All defensive plays stop once the pitcher has the ball and is in the area of the pitchers mound. Runners may continue to advance to the base they were going to at their own risk but may be forced tagged out. Any advancement after the pitcher is on the mound with the ball is considered a steal.
9. Outs are now permitted at home plate. To ensure safety of the players, catchers may not block the base for any play at the plate.
10. The catcher must stand in the catcher’s position at all points to ensure safety. Catchers who do not stay in the correct catching position may be asked to switch positions by the umpire.

Pitching

1. Pitching will consist of only kid pitch.
2. Pitchers must pitch from the rubber.
3. A player can pitch 3 innings max per game. One pitch in an inning qualifies as one inning. Coaches will determine if a pitcher is throwing and excessive number of pitches. Pitch Counts will be kept, and pitches may not exceed 50 pitches. If 50 pitches are recorded in the middle of an at bat, the pitcher may finish the at bat. Pitchers may only pitch 6 innings in a week. A week is always Monday through Sunday
4. Travel coaches will designate their respective team's top 4 pitchers. Those 4 designated travel pitchers can pitch a MAXIMUM of 2 innings per week (no more than one inning on a Saturday game). Travel coaches reserve the right to restrict a travel pitcher to less than the maximum 2 innings per week, or specific pitch count. Travel pitchers not designated as one of the top 4 travel pitchers will follow the standard pitching rules as noted in Rule 3 above. The travel coaches will communicate with the commissioner if any travel pitcher is limited to less than the rules indicate in Rule 3 and/or Rule 4.
5. Pitch count limitations. The below table shows the pitch count limitations to be implemented on a rolling basis. This means that all rest days must be adhered to and will include travel as well as rec. It is the responsibility of the head coach (both rec and travel) to verify pitch counts on previous days.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+



6. If a pitcher hits 2 batters during an inning the pitcher must be pulled. You may replace him with another pitcher. If a pitcher hits 3 batters in a game, he must be pulled. It will be up to the coaches to determine whether they feel the batter had tried to get out of the way or was crowding the plate as to why he was hit. If you (the coaches) determine that the batter did not try to get out of the way, it will not count as a hit batsman.
7. Once a pitcher is pulled from the mound, he cannot return to the mound in that game.
8. Balks are not to be called.
9. For learning purposes, the umpire may tell the pitcher about a balk that is occurring with no penalty.

Play-Offs

1. All teams will make the play-offs (We will also have an All-star game)
Each teams' final team records will determine the tournament bracket seeding with the following tie-breaking rules in place for two or more teams with the same record.
2. Final Season record
 - a. Head-to-head record against the team you are tied with
 - b. Total number of runs given up
 - c. Coin toss

Any issues regarding rule clarity will be settled by managers of the game and later reviewed by the commissioner and VP of Baseball. No rule should hold up progress of a game, compromise.

Any rule not specified in the above sections, may result to Official MLB regulations.

Rec requirement for travel baseball players

Travel baseball players are required to play on a Montgomery Rec team to be eligible to play on a travel ball team. All travel players must attend 75% of their Rec practices and games to remain eligible for the travel season and travel tournaments (does not apply to travel softball ages 12u and above). Failure to do so can result in removal from the travel roster.

Players cannot participate in more than 5 MTBSA events a week including Rec and Travel. The week starts on Monday and ends on Sunday. An event is defined as practices, games, scrimmages, batting practice, optional practices, etc. A rain out exception for a make-up game needs to be approved by the VP of Baseball or VP of Softball.